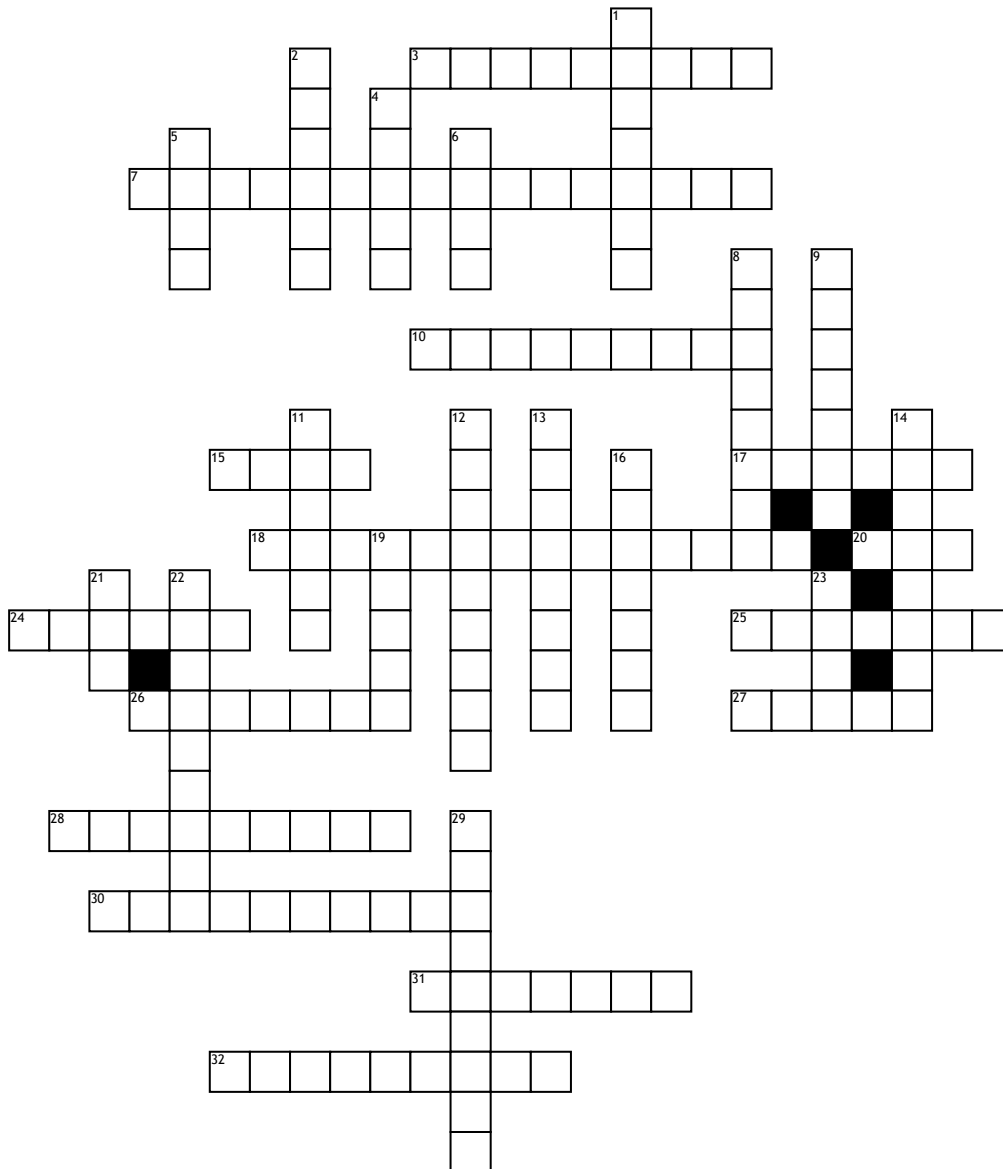Name: _____   Date: _____

Coding Vocabulary

Across

3. A number assigned to any item that is connected to the Internet

7. The information about someone on the Internet.

10. A datatype that is a single character which can be a letter, number, or symbol.

15. Information

17. A way of representing information using only two options.

18. Someone who acts safely, responsibly, and respectfully online

20. An error in a program that prevents the program from running as expected.

24. Computers that exist only to provide things to others.

25. a data type that has two possible values: "true" and "false"

26. Information in a program that is meant for other programmers (or anyone reading the source code) and has no effect on the execution of the program

27. An action that causes something to happen.

28. A list of steps to finish a task. A set of instructions that can be performed with or without a computer. For example, the collection of steps to make a peanut butter and jelly sandwich is an algorithm.

30. is a detailed, yet readable, description of what a computer program or algorithm must do, expressed in languages that humans use naturally rather than in a programming language

31. Small chunks of information that have been carefully formed from larger chunks of information

32. Finding and fixing errors in programs

Down

1. A collection of instructions (algorithms) that performs a specific task when executed by a computer.

2. The set of rules that defines the combinations of symbols that are considered to be a correctly structured document or fragment in that language.

4. A number or string (or other things to be named later) that can be stored in a variable or computed in an expression.

5. A wireless method of sending information using radio waves.

6. The construct that allows the repeated execution of segment of code until a terminating condition has been satisfied

8. A name that refers to a value. Stores a piece of data, and gives it a specific name.

9. An instruction for the computer. Many commands put together make up algorithms and computer programs.

11. Any finite sequence of characters (i.e., letters, numerals, symbols and punctuation marks)

12. A name used inside a function to refer to the value which was passed to it as an argument.

13. Sometimes called a procedure. A named sequence of statements that performs some useful operation

14. Another term for parameter

16. A data type that represents a positive or negative whole number

19. Data to be entered into a computer for processing

21. A relatively easy-to-remember address for calling a web page (like www.code.org).

22. Break a problem down into smaller pieces.

23. One or more commands or algorithm(s) designed to be carried out by a computer.

29. A repetitive action or command typically created with programming loops.